

Equipment and Treasure for Viking-Themed Campaigns

When the word "Viking" is uttered, many think immediately of battle-hardened warriors sailing the seas to raid and pillage foreign lands. However, the Vikings were not just raiders but also settlers, traders, and colonizers, deeply embedded in a variety of economic practices. As they established colonies and engaged in commerce with other civilizations, they relied on a nuanced system of transactions. Given the broad scope of Viking economic practices, covering them all is impossible. However, we will focus on three primary forms of transactions they used: debts of honor, bartering, and, to a lesser extent, coinage.

It's essential to recognize that the Viking age was both technologically and culturally distinct from the standard high fantasy settings of Fifth Edition campaigns. Many of the items commonly found in such campaigns would not yet have been invented, or the resources to craft them might not be readily available in a Viking-age setting. Instead, this chapter will introduce equipment and weapons unique to the Viking age, which might be new additions to your arsenal.

Furthermore, treasure in a Viking setting will rarely look like the familiar stacks of gold and silver coins adventurers are used to unearthing. The Viking economy wasn't primarily coin-based; it was a mix of commodities, precious metal by weight, and objects both mundane and magical. Thus, the treasure hoards your characters encounter may consist of goods for bartering, debts of honor to be claimed, or unique, culturally-significant items.

And speaking of magical items—Viking lore is brimming with them, though they may not take the forms you expect. In a Viking-themed campaign, you won't find many items that directly translate to those in a standard high fantasy setting. Instead, be prepared to encounter a variety of magical objects steeped in Nordic mythology and cultural significance, each with its own unique story and power.

Transactions

The Viking people relied on three types of transactions: debts of honor, barter, and cash.

Debts of Honor

In a society that prized personal reputation and valor, debts of honor were agreements that were not legally codified but held great social weight. These debts were often created after a service was rendered or a favor was done. A man's word was his bond, and to fail in repaying a debt of honor would mean a severe loss of social standing and could result in feuds or exile. Debts of honor could involve anything from the promise of military aid to the exchange of resources at a later date. These transactions were often publicly declared and could be witnessed by the community, gods, or both.

Bartering

Bartering was a straightforward exchange of goods or services and formed the backbone of most Viking commerce. A farmer might trade sacks of grain for a blacksmith's work on his plow, or a warrior might offer captured arms and armor in return for a seamstress' skills. The value of goods and services was largely negotiated on the spot, often with considerable haggling. Unlike debts of honor, bartering deals were concluded immediately, with no long-term obligations incurred by either party.

The Trade Goods table shows the typical trade prices for goods during the Viking Age.

Cash/Coins/Silver

While not as common as bartering or debts of honor, the use of coinage or chunks of precious metals like silver did exist in Viking society, especially in trading with foreign merchants. Silver was the most common form of metal currency, often weighed on scales to determine its value and to prevent fraud. Coins from other civilizations were also frequently melted down into hack-silver, which could be weighed and used in trade. These forms of transaction were more impersonal and often used in larger, more complex transactions like

TRADE GOODS

Trade Good	Approx. Silver Value	Weight (in Silver)
1 lb. of wheat	1/2 sp	1/40 oz.
1 lb. of flour or one chicken	1 sp	1/20 oz.
1 lb. of salt	3 sp	3/20 oz.
1 lb. of iron or 1 sq. Yard of canvas	6 sp	3/10 oz.
1 lb. of copper or 1 sq. yd. of cotton cloth	20 sp (1 ore)	1 oz.
1 lb. of ginger or one goat	60 sp (3 ore)	3 oz.
1 lb. of cinnamon or pepper, or oen sheetp	120 sp (6 ore)	6 oz.
1 lb. of cloves or one pig	160 sp (1 mark)	8 oz.
1 lb. of silver or 1 sq. yd. Of linen	320 sp (2 marks)	1 lb.
1 sq. yd. of silk or one cow	640 sp (4 marks)	2 lb.
1 lb. of saffron or one ox	960 sp (6 marks)	3 lb.
1 lb. of gold	3,200 sp (20 marks)	10 lb.

COIN/WEIGHT CONVERSIONS

	Silver Penny	Ore	Mark
Half-Penny	1/2	40	320
Silver penny	1	20	160
Arab Dirham	2	10	80

VIKING COINS

Coin Type	Average Weight	Game Equivalent
half-penny (xsp)	1/40 oz.	5 cp
silver penny (sp)	1/20 oz.	1 sp
Arab Dirham	1/10 oz.	2 sp

long-term trade agreements with other regions.

The Viking Coins table gives the types of Viking coins, the average weight for buying items, and the approximate high fantasy Fifth Edition equivalent.

The typical silver coin weighs 1/20 of an ounce and is called a silver penny (sp). One full ounce of silver, or 20 sp, was called an ore, and a half pound of silver, or 160 sp, was referred to as a mark. Note that the gold, electrum, and platinum pieces have no equivalent coins in the Viking age. Convert them to silver penny as follows: 1 ep = 30 sp; 1 gp = 60 sp; 1 pp = 600 sp. And 1 high fantasy sp is actually worth

6 Viking Age sp.

The Coin/Weight Conversion table lists the number of available coins needed to equal the Viking weights given.

Available Equipment

The Viking age was technologically and culturally different from the standard high fantasy settings most familiar to players of Fifth Edition campaigns. Consequently, many of the weapons, armors, and magical items that adventurers often rely upon will not be available here.

VIKING AGE ADVENTURING GEAR ADJUSTMENTS

Item	Viking Age Cost
Abacus*	N/A
Acid (vial)	N/A
Alchemist's fire (flask)*	N/A
Alchemist's fire, flask	N/A
Barding	N/A
Block and tackle	N/A
Blowgun needles (50)	N/A
Book	N/A
Bottle, glass	4 ore (80 sp)
Case, crossbow bolt	N/A
Chain (10 feet)	10 marks (1,600 sp)
Clothes, fine	10 marks (1,600 sp)
Crossbow bolts (20)	N/A
Hourglass	6 marks (960 sp)
Ink (1 ounce bottle)*	N/A
Ink pen*	N/A
Lantern (any)	N/A
Lock (DC 12)	6 marks (960 sp)
Magnifying glass	N/A
Paper (one sheet)	N/A
Parchment (one sheet)*	N/A
Rope, hempen (50 feet)	1 ore (20 sp)
Rope, silk (50 feet)	N/A
Spellbook*	N/A
Spyglass	N/A

* These items are not available in traditional Viking Age lands. City rooms and inns may be found in large trading centers or cities. Certain items, such as ink and parchment, may be found in distant lands where literacy is more common.

VIKING AGE WEAPON ADJUSTMENTS

Weapon	Viking Age Cost
Blowgun	N/A
Crossbow (any)	N/A
Glaive	N/A
Halberd	N/A
Longbow	N/A
Rapier	N/A
Scimitar*	N/A

VIKING AGE ARMOR ADJUSTMENTS

Armor	Viking Age Cost
Breast plate	N/A
Chain mail	150 marks (24,000 sp)
Chain shirt	100 marks (16,000 sp)
Half plate	N/A
Plate	N/A
Ring mail	N/A
Scale mail*	N/A
Splint	N/A

VIKING AGE TOOL ADJUSTMENTS

Tool	Viking Age Cost
Alchemist's supplies*	N/A
Calligrapher's supplies*	N/A
Cartographer's tools	N/A
Playing card set	N/A
Bagpipes	N/A
Dulcimer*	N/A
Shawm	N/A
Navigator's tools	N/A
Thieves' tools**	N/A

** With locks uncommon, there is no developed art for picking locks. The gamemaster can allow a collection of small saws and blades useful for breaking an entering.

VIKING MOUNTS ADJUSTMENTS

Mount	Viking Age Cost
Camel*	N/A
Elephant*	N/A
Horse, draft	N/A
Warhorse	N/A

VIKING VEHICLES ADJUSTMENTS

Item	Viking Age Cost
Barding	N/A
Carriage	N/A
Chariot	N/A
Saddle, exotic	N/A
Saddle, military	N/A

WATERBORNE VEHICLES

Item	Viking Age Cost
Galley	N/A
Keelboat	N/A
Longship, large	150 marks (24,000 sp)
Warship	N/A

FOOD, DRINK, AND LODGING

Item	Viking Age Cost
Inn stay (any)	N/A
Wine, common (pitcher)	6 sp
Wine, fine (bottle)	N/A

That isn't to say you'll be left to fight with sticks and stones. The Vikings were renowned warriors and skilled craftsmen, and their age gave rise to a variety of unique and formidable equipment. From the deadly simplicity of the Viking longsword to the shield-wall tactics that made their armies so effective, you'll find that Viking gear, while perhaps less exotic than what you're used to, is practical, robust, and steeped in history and lore.

The tables here reflect these differences. Items not found or rarely found in a Viking Age campaign are listed on the table Adjustment lists. This list is identical to the

NEW EQUIPMENT

Item	Viking Age Cost
Bearing Dial	1 sp
Cauldron and Tripod	1 ore (20 sp)
Comb	1 ore (20 sp)
Drakkar	1,500 marks (240,000 sp)
Faering	5 marks (800 sp)
Knarr	100 marks (16,000 sp)
Longship, small	100 marks (16,000 sp)
Sexaering	10 marks (1,600 sp)
Skates	6 sp
Skis	6 sp
Sleigh	10 marks (1,600 sp)

one in the core Fifth Edition rulebooks. Any item marked N/A is not available in the campaign. For any item not listed, divide the GP cost by 2.5. The result is the equivalent number of marks for the item. Prices listed in silver pieces can be converted directly to silver pennies, one-to-one.

Bearing Dial. The bearing dial, also known as a "sun compass" or "solar compass," was a crucial navigational instrument for Vikings venturing out on their long sea voyages. Unlike the magnetic compass, which wouldn't arrive in Europe for several centuries, the bearing dial relied on the position of the sun to help sailors find their way. Made of wood, bone, or sometimes stone, the dial consisted of a disk with engraved lines that corresponded to different angles of the sun's shadow at various times of the day. A gnomon, or pointer, was placed at the center of the disk to cast the shadow.

To use the bearing dial, Vikings would align the device so that the shadow cast by the gnomon fell along the appropriate line for that time of day, thereby determining the cardinal directions. This was especially useful in the

high latitudes of the North Atlantic, where the sun is low on the horizon for much of the year, and traditional navigation stars are not always visible. Of course, the device had its limitations: it was ineffective on cloudy days or during the long nights of winter. Still, when used in conjunction with other methods like dead reckoning, landmarks, and ocean currents, the bearing dial was a vital tool that enabled the Vikings to navigate over vast distances, from their Scandinavian homelands to far-off places like Iceland, Greenland, and even North America.

Comb. In Viking society, personal grooming was an important aspect of daily life, and combs served as a staple tool for both men and women to maintain their hair and beards. These combs were usually crafted from bone, antler, or wood and were often meticulously decorated with carvings and sometimes inlaid with other materials like silver or copper. The craftsmanship involved made some combs quite intricate and beautiful, serving not only as functional grooming tools but also as indicators of status and wealth.

Viking combs typically consisted of a long, rectangular plate with teeth on one or both sides. They were often accompanied by a case, also elaborately decorated, which not only protected the comb but offered another surface for artistic expression. The quality and decoration of a person's comb could say a lot about their social standing. These combs were so integral to Viking life that they were often included in burial goods, reflecting the belief in the necessity of personal grooming in the afterlife as well.

Drakkar. The drakkar is a longship, an iconic symbol of Norse seafaring prowess, designed primarily for warfare and exploration. With its slender, elongated hull and clinker-built construction of overlapping wooden planks, it's made for speed and agility on the water. The drakkar is distinguishable by its ornately carved dragon or serpent head at the bow, meant to strike fear into the hearts of enemies and protect against spirits. A single, tall mast dominates the center of the ship, supporting a broad, square sail usually made of wool or linen. In the absence of wind,

oarsmen sit along either side of the ship, ready to row. The drakkar's shallow draft allows it to navigate both open sea and inland waterways, making it perfect for hit-and-run raids.

A drakkar in favorable conditions can reach a speed 5 mph on the open sea.

Faering. The faering is a type of small clinker-built (overlapping planks) rowing boat that was commonly used during the Viking Age. It is typically made of wooden planks and features a shallow draft, which allows it to navigate both open sea and the shallow waters of fjords and rivers effectively. Named for its usual complement of "four" oars ("fære" meaning four in Old Norse), the faering was an essential vessel for various day-to-day activities like fishing, short-distance trading, and transport across inland waterways.

Although the faering lacks the imposing size and dragon-headed prow of the more famous Viking longships, it is nonetheless a marvel of nautical engineering. Its light yet robust construction allows for both rowing and sailing (a mast could be added or removed as needed), offering Vikings a versatile mode of transportation that could be easily handled by just two people if necessary. Its smaller size and shallow draft also meant that it could be easily pulled ashore, making it ideal for quick raids or for landing on beaches where a larger ship could not go.

A sexaering in favorable conditions can reach a speed 4 mph on the open sea.

Knarr. The knarr is a sturdy, clinker-built sailing vessel designed for transporting cargo across the unforgiving northern seas. Its hull is constructed of overlapping wooden planks, lending it both resilience and buoyancy. The ship is relatively broad-beamed and shallow-drafted, qualities that make it ideal for navigating both coastal waters and open sea. A single mast rises from its center, supporting a square sail made of heavy wool or linen. When the winds are unfavorable, a team of oarsmen can propel the vessel. Reinforced with iron nails and fittings, and often sporting a carved wooden figurehead, the knarr is a testament to both the craftsmanship and the seafaring tradition of its Nordic builders. It's the backbone of trade and exploration, capable of

carrying everything from barrels of salted fish to chests of silver and furs.

A knarr in favorable conditions can reach a speed 3 mph on the open sea.

Longship, small. When most people think of Viking ships, they imagine grand longships with intricately carved dragon heads and rows upon rows of oars. However, not all Viking longships were massive seafaring behemoths. Small Viking longships, often referred to as "karves," were a staple of Viking naval technology, tailored for speed, flexibility, and shallow water maneuverability. Typically ranging between 40 to 60 feet in length and housing 12 to 16 oarsmen, these smaller vessels were the perfect choice for quick raids, coastal navigation, and riverine expeditions.

Like their larger counterparts, small Viking longships featured the iconic clinker-built construction, where overlapping wooden planks were fastened together to form a lightweight yet durable hull. They could be rigged with a single mast and square sail, making them versatile for both rowing and sailing. These smaller ships might not have had the grandeur or cargo capacity of the larger ocean-going longships, but they were easier to build, required fewer men to operate, and could navigate waters too shallow or narrow for larger vessels. This made them indispensable for localized trading, fishing, and—of course—those infamous lightning-fast Viking raids.

A small longship in favorable conditions can reach a speed 5 mph on the open sea.

Sexaering. The Sexaering, named for its six pairs of oars ("sex" meaning six in Old Norse), occupied a niche between the smaller faering and the larger, more iconic Viking longships. Measuring roughly between 30 to 45 feet in length, the Sexaering was a clinker-built vessel, featuring the same overlapping wooden planks that made Viking shipbuilding famous for its strength and flexibility. This design, combined with a relatively shallow draft, allowed the Sexaering to be a versatile sea and river vessel, capable of both coastal and inland navigation.

While it could be rigged with a mast and sail like its larger and smaller counterparts, the Sexaering was often specifically designed for

quicker, more tactical operations. Whether used for raiding, patrolling, or even short-distance trading missions, its moderate size made it nimble in the water while still capable of carrying a considerable number of warriors or a moderate amount of cargo. Given its versatile nature, the Sexaering was a popular choice among Viking chieftains and traders alike, offering a balanced blend of speed, capacity, and maneuverability.

A sexaering in favorable conditions can reach a speed 4 mph on the open sea.

Skates. In the harsh, icy landscapes of the Norse lands, Vikings devised an array of tools to navigate their environment effectively. One such invention was their version of ice skates. Viking skates were often made from animal bones, usually the metatarsal (leg) bones of horses, cows, or elk. These bones were flattened and sharpened to glide over the ice, and they were strapped to the feet using leather thongs or other available materials.

Despite their primitive appearance, these bone skates were quite functional. They allowed Vikings to travel more efficiently across frozen rivers and lakes, covering distances that would have been much more taxing on foot. To propel themselves forward, users often used a single long stick, somewhat like a modern-day skier using ski poles. While they were not used for the elegant glides and jumps that we associate with modern figure skating, Viking skates served a practical purpose, facilitating winter travel and potentially even ice fishing. They stand as yet another example of the Viking knack for resourceful and pragmatic adaptation to their often inhospitable surroundings.

Skis. The Scandinavian winter landscape, blanketed in snow and crisscrossed by rugged terrain, necessitated innovative ways to get around. Vikings turned to skis as a practical solution for travel during the harsh winter months. Viking skis were usually crafted from solid wooden planks, often made from pine or ash, and were typically longer than the modern skis we're accustomed to. They were broad and flat, designed to distribute weight and provide stability over soft snow.

Skis were often paired with a single, long

wooden pole used for balance and steering. This mode of winter transport was not just a necessity; it also carried cultural significance, with various Norse sagas and ancient petroglyphs depicting skiing gods and heroes. The Vikings didn't just see skiing as a means to an end but also as a skill worthy of mastery, with ski competitions and games being a part of their winter festivities.

A humanoid using skis moves at twice its normal movement speed when going downhill. A creature that moves its full speed on skis must succeed on a DC 10 Strength (Athletics) checks to turn or stop on the same round.

Sleigh. Built primarily from wooden planks and sometimes reinforced with metal fixtures, Viking sleighs were both functional and, at times, ornately decorated. Carvings depicting mythological figures, animals, and intricate geometric designs often adorned the sleighs, reflecting both the craftsmanship and cultural narratives of the Viking people.

Designed to glide smoothly over snowy and icy terrain, these sleighs were usually pulled by horses, though larger versions could be drawn by teams of oxen for more substantial cargo. The sleighs were often equipped with a form of runners, typically also made from hardwood, that reduced friction and allowed for easier movement over snow. A sleigh could be both a practical tool for a farmer moving supplies and a symbol of status for a wealthy Viking displaying fine craftsmanship.

Wagon. While the Vikings are most famous for their maritime expeditions, their overland transport was also advanced for its time, with wagons serving as the backbone of ground-based logistics. These wagons were typically built using solid wood, often oak or ash, and featured a box-like structure supported by four sturdy wheels. Unlike the narrow, quick ships they built for navigating water, Viking wagons were robust and designed to carry substantial weight, ideal for transporting goods, supplies, or even people over relatively short distances.

The design of Viking wagons was purpose-driven, but that didn't preclude a touch of artistry. Many wagons had carved decorations, often featuring motifs similar to those found on their boats and in their artwork—dragons,

gods, and other symbols that held meaning in Viking culture. Although these wagons weren't built for speed, they were immensely practical. They could navigate the rugged terrains of Scandinavia, thanks to their durable construction and the power of the animals—usually oxen or strong Norse horses—that pulled them.

Treasure

In the world of Viking treasure, don't expect to find neatly stacked coins waiting to fill a plunderer's pockets. Unlike the coin-based economies of other medieval societies, the Vikings primarily dealt in goods and valued items based on craftsmanship and utility. A typical Viking hoard might include intricately carved jewelry, weapons adorned with fine metalwork, religious or magical artifacts, and everyday items made exceptional through artistry. These treasures were often accumulated through trade, conquest, or craftsmanship and served as a testament to the complex web of values that shaped the Viking world.

Magical Items

In the mystical lore of the Viking Age, magical items hold a place of high esteem and wondrous tales. Dwarf-forged artifacts are the stuff of legend, often imbued with powers beyond the ken of ordinary folk. These expertly crafted weapons and armor are closely tied to the Norse sagas, where heroes wield them in epic quests and monumental battles. Unlike the high fantasy settings of Fifth Edition campaigns, you're less likely to encounter an assortment of scrolls, potions, wands, and miscellaneous magical trinkets. The magical landscape of the Viking era is dominated by weapons and armor, reflecting the warrior culture that underpins much of Norse society.

While you may find some unique magical items in a Viking setting, the majority of these mystical objects will be related to combat. Expect to come across saga hero weapons and

VIKING AGE TREASURES

d100	Item
01–03	Amber beads and pendants
04–06	Bone comb-case
07–09	Braided gold neck rings
10–12	Braided silver arm rings
13–15	Gold coins converted to pendants
16–18	Carved wood horse collars with gilt-bronze fittings
19–21	Carved wooden chest
22–24	Gilt-bronze and silver caskets
25–27	Gilt-bronze, chased bridle mounts
28–30	Gold and walrus ivory casket
31–33	Gold arm rings
34–36	Gold disks
37–39	Gold filigree brooches
40–42	Gold rings
43–45	Gold spurs
46–48	Gold pendants
49–51	Multi-colored glass beads
52–54	Necklace of crystal and carnelian
55–57	Painted woodcarvings
58–60	Foreign mastercrafted glassware
61–63	Sheets of embossed gold foil
64–66	Silver and cloisonne enamel brooch
67–70	Silver bowls
71–73	Silver cauldron
74–76	Silver cloak pin
77–79	Silver engraved cup
80–82	Silver filigree brooches
83–85	Silver rings
86–88	Silver Thor's hammer pendant
89–91	Silver-inlaid axe head
92–94	Spear head decorated with silver
95–97	Sword hilt decorated with silver
98–00	Walrus ivory gaming pieces

UNAVAILABLE MAGIC ITEMS

Item	Item	Item
<i>alchemy jug</i>	<i>helm of telepathy</i>	<i>ring of water walking</i>
amulets (all)	<i>helm of teleportation</i>	<i>ring of x-ray vision</i>
<i>armor types normally unavailable</i>	<i>immovable rod</i>	<i>robe of eyes</i>
<i>boots of levitation</i>	<i>instant fortress</i>	<i>robe of scintillating colors</i>
<i>bowl of commanding water elements</i>	ioun stone (any)	<i>robe of stars</i>
braziers (all)	lantern (all)	<i>robe of the archmagi</i>
<i>broom of flying</i>	<i>mantle of spell resistance</i>	<i>robe of useful items</i>
<i>cape of the mountebank</i>	manuals (all)	<i>saddle of the cavalier</i>
carpets/rugs (all)	<i>marvelous pigments</i>	<i>scarab of protection</i>
<i>censer of controlling air elementals</i>	medallions (all)	<i>slippers of spider climbing</i>
chimes (all)	mirrors (all)	<i>sovereign glue</i>
<i>cloak of arachnida</i>	<i>oil of ethereality</i>	spell scrolls (any)
<i>cloak of displacement</i>	pipes (all)	<i>sphere of annihilation</i>
<i>cloak of the bat</i>	<i>portable hole</i>	<i>staff of charming</i>
<i>cloak of the manta ray</i>	<i>potion of animal friendship</i>	<i>staff of power</i>
<i>cube of force</i>	<i>potion of climbing</i>	<i>staff of swarming insects</i>
<i>cubic gate</i>	<i>potion of diminution</i>	<i>staff of the magi</i>
<i>deck of illusions</i>	<i>potion of mind reading</i>	<i>staff of the python</i>
<i>deck of many things</i>	<i>ring of animal influence</i>	<i>stone of controlling earth elementals</i>
<i>dimensional shackles</i>	<i>ring of djinni summoning</i>	talismans (all)
<i>efreeti bottle</i>	<i>ring of elemental command</i>	tomes (all)
<i>efreeti chain</i>	<i>ring of mind shielding</i>	<i>universal solvent</i>
<i>elemental gem</i>	<i>ring of shooting stars</i>	<i>wand of the war mage</i>
eyes (all)	<i>ring of spell storing</i>	weapon types normally unavailable
goggles (all)	<i>ring of spell turning</i>	<i>well of many worlds</i>
<i>handy haversack</i>	<i>ring of telekinesis</i>	<i>winged boots</i>
<i>helm of brilliance</i>	<i>ring of three wishes</i>	

armor, each with a history and tale of its own, often passed down through generations. The focus here isn't on a diverse magical economy but on enhancing the Viking warrior, fortifying them against the myriad challenges that lie both in this world and beyond. So, as you venture into the realm of Viking magic, prepare to arm yourself with legendary blades, impervious shields, and perhaps even a mythical artifact or two, fitting for a true Norse champion.

The Viking Age Treasure tables list the typical types of treasures that the characters will find while adventuring, replacing those detailed in the Fifth Edition manual for gamemasters.

Even with the tables, not all magic items are available. The Unavailable Magic Items table lists those excluded from a typical Viking Age setting. Because an item is excluded from the table, doesn't mean it's completely unavailable. The gamemaster should devise a reason why such an item is available.

New Magic Items

The new items below are tailored for a Viking Age campaign, but you are free to use them in any campaign of your choice. The items are already included on the Viking Age Treasure tables.

Bottomless Drinking Horn

Wondrous item, uncommon

This device is a fine-looking drinking horn with silverwork around the rim. Runes are etched on the inside. You can use an action to utter the runes' command words, whereupon the horn fills with mead or beer, as the owner chooses. It remains filled by not overflowing, no matter how much is drunk, until the owner speaks the command words again. At that point, the horn can be emptied as a normal cup.

Cloak of Dryness

Wondrous item, common

While you wear this cloak, you will not become

wet or cold, no matter what the condition. Even if completely submerged in water, you remain warm and dry. The cloak offers protection against extreme cold conditions and nonmagical cold caused by natural things, such as a brown mold feeding on warmth. However, effects such as extreme heat, strong winds, heavy precipitation still affect you, and the cloak does not offer protection against magical cold.

Cloak of Fire Resistance

Wondrous item, rare (requires attunement)

You have resistance to fire damage while wearing this cloak.

Feathered Cloak

Wondrous item, rare (requires attunement)

This cloak is made from falcon feathers fixed together to form a long, flowing garment. When a command word is spoken, you polymorph (as the spell) into a falcon for 1 hour, until you reach 0 hit points or die, or you speak the command word again, at which point you immediately transform back into your normal form and the cloak cannot be used again for 10 minutes.

Gusir's Gifts

Weapon (arrow), uncommon

Gusir's gifts are fine-looking arrows found in bundles of 1d3. You have a +1 bonus to attack and damage rolls made with these pieces of ammunition. However, after hitting their target, the arrows magically streak back to their owner, returning to the quiver where they can be used again.

Each arrow possesses only 1d4 charges. Each shot with the arrow expends 1 charge and when all the charges are spent, the arrows lose their magical properties.

Helm of Terror

Wondrous item, very rare (requires attunement)

This helmet has 7 charges for the following properties. It regains 1d6 + 1 expended

charges daily at dawn. If you expend the helmet's last charge, roll a d20. On a 1, the helmet rusts and is destroyed.

Invisibility. While wearing the helmet, you can expend 1 charge of the helmet to cast invisibility, targeting only yourself.

Fearsome Presence. While wearing the helmet, you can use an action to expend 2 charges, creating a fearsome aura around you. Each creature within 90 feet of you that can see you must succeed on a DC 15 Wisdom saving throw or become frightened of you for 1 minute. At the end of each of its turns, a creature can repeat the saving throw, ending the effect on itself with a success.

Curse. The helmet is cursed. Becoming attuned to the helmet extends the curse to you. As long as you remain cursed, you have disadvantage on all saving throws. You can break the curse in the usual ways.

Mirror of Transformation

Wondrous item, legendary

This mirror looks like a highly polished piece of silver. Persons looking into the mirror will see nothing unusual. The mirror has two properties, only one of which can be used at a time. Once a property has been used, the mirror cannot use that property until sunrise the next day.

Polymorph. A creature gazing into the mirror can use its bonus action to speak a command word. The creature is polymorphed (as the true polymorph spell) into another creature as the owner of the mirror desires. Note that the owner of the mirror is not necessarily the person looking into the mirror. If the creature is unwilling, it can make a DC 15 Wisdom saving throw to prevent the transformation.

Blind. A creature can use its bonus action to speak a command word to create a bright flash of light from the mirror. All creatures within 30 feet of the mirror who can see the mirror must make a DC 15 Constitution saving throw. On a failed saving throw, a target is permanently blinded. A lesser restoration spell or other magic removes the blindness.

Necklace of Protection

Wondrous item, rare (requires attunement)

You gain a +1 bonus to AC and saving throws while wearing this necklace.

Reed-Stalk Spear

Weapon (spear), uncommon

You have a +1 bonus to attack and damage rolls made with this magic spear. Additionally, this spear can be thrown twice the distance of a normal spear (40/120 ft.)

Riding Stick

Weapon (club), rare (requires attunement)

This magical item appears to be nothing more than a crooked stick. The stick functions as a magic club that grants a +2 bonus to attack and damage rolls made with it.

The stick has 15 charges for the following properties. It regains 1d6 + 2 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 20, the stick loses its secondary properties, and it becomes a +2 club.

Invisibility. While holding the stick, you can use an action to expend 2 charges to cast the invisibility spell, targeting yourself.

Riding. While straddling the stick, you can use an action to expend 3 charges to ride the stick for 1 hour. While on the stick, you have a movement speed of 60 feet. You do not fly, but skim just above the ground. You cannot cross large bodies of water, although rivers and streams are passable. This benefit only works so long as you hold the stick and do not use it for another purpose.

Ring of Money

Ring, common (requires attunement)

After finishing a long rest while attuned to this ring, the ring creates 1d8 nonmagical copies of itself. Each copy is worth 1 ore (20 sp). After each use, roll a d20. On a result of 1, the ring loses all magical properties, although it still has a value of 1 ore itself.

Silken Shirt of Invulnerability

Wondrous item, varies (requires attunement)

This magical item can be found in a variety of fabrics and styles, ranging from simple woolen cloth to lustrous silk trimmed with gold. The powers of these shirts can vary greatly, and when found, the GM must roll on the table to determine the item's exact nature.

VIKING VEHICLES ADJUSTMENTS

d10	Benefit	Rarity
1-3	+1 bonus to AC and saving throws	rare
4-6	AC 15 + Dex modifier	very rare
7	Immunity to poison	very rare
8	Immunity to fire and cold from nonmagical sources	uncommon
9	Ranged attacks are made at disadvantage against you	legendary
10	Immunity to drowning	common

The immunity to fire and cold only applies to natural, nonmagical sources of fire and cold, such as extreme heat and cold, the fire of a burning building, and so forth. Magical fire and cold, such as a *fireball's* explosion or the chill of the *ray of frost* cantrip still damages you as normal. Immunity to drowning does not allow you to breathe underwater, but allows you to stay at the surface of a body of water indefinitely; the shirt will keep you afloat so long as you are not carrying more than your maximum weight limit.

Sleep-Thorn

Wondrous item, uncommon (ordinary) or very rare (extreme)

This magical item appears to be the thorn of a plant about three inches long. As an action, you can make an attack with the thorn, treating

it as a dagger. On a hit, the target must succeed on a DC 15 saving throw or fall unconscious, falling into a deep slumber. The target remains unconscious until it takes damage or another creature uses its action to shake or slap the sleeper awake.

A small number of these thorns (1 in 20) are even more extreme. A creature that falls unconscious from the thorn's touch falls into a state of suspended animation. Time ceases to flow for it, and it doesn't grow older. When you prick a creature with an extreme thorn, you can set a condition for the effect to end early. The condition can be anything you choose, but it must occur or be visible within 1 mile of the target. Examples include "after 1,000 years" or "when the tarrasque awakens." A wish spell also wakens the target.

Each thorn can be used once.

Stone Arrows

Weapon (arrow), legendary

These weapons are identical to normal arrows, except they are made of stone. They are normally found in bundles of 1d3. Each arrow can only be used once. Before making an attack using this magical ammunition, you can whisper the name of the target to the arrow before firing the shot. You gain advantage on the attack roll and attacking at long range does not impose disadvantage on your attack roll. If the arrow hits, it deals an extra 2d6 damage. Regardless of whether the arrow hits or misses, it shatters at the end of its flight.